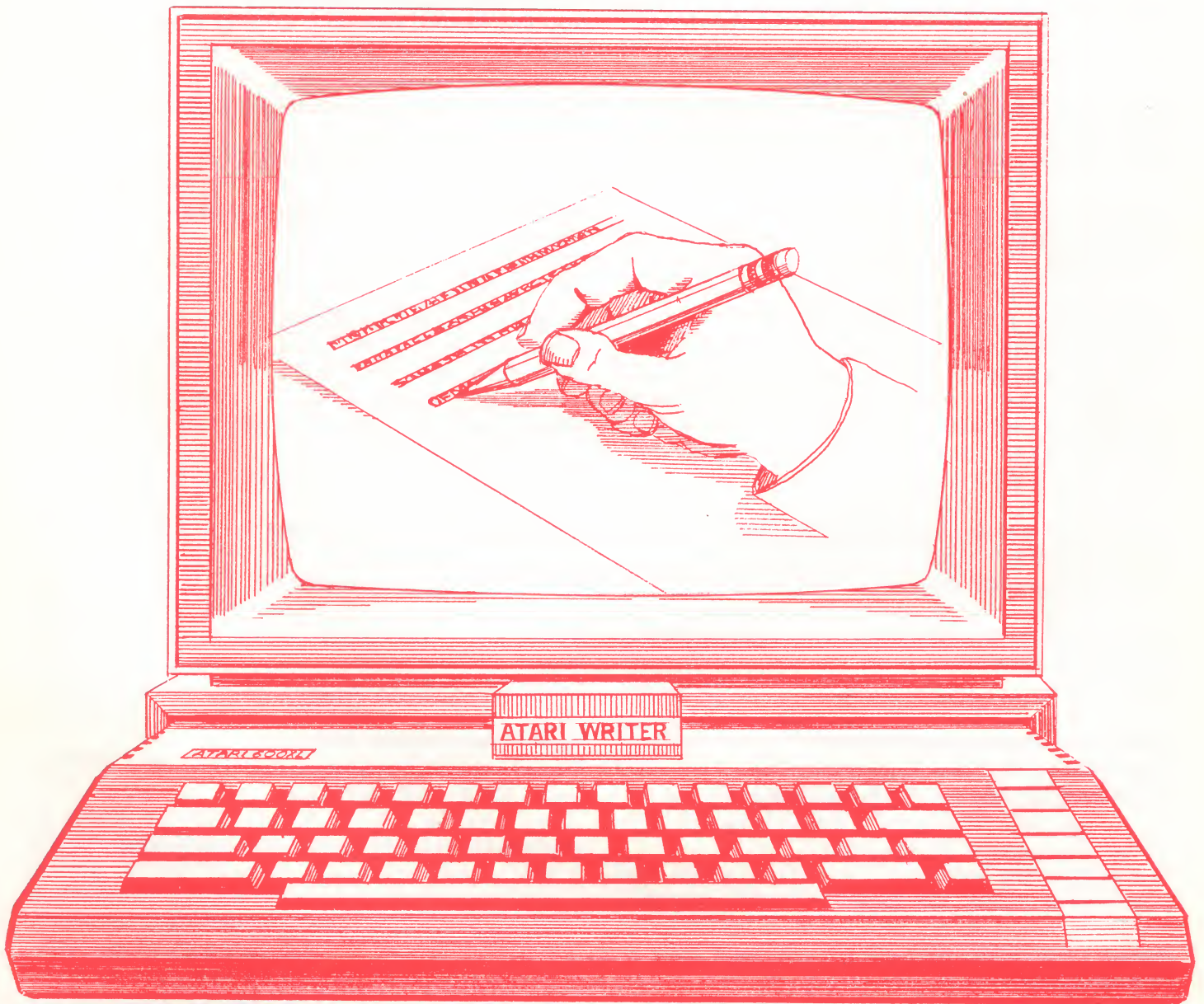


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M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"



Published by the Michigan Atari Computer Enthusiasts

**MICHIGAN ATARI
BBSystems
Updated: 6/2/84**

Many of our members have been asking for an updated Michigan BBS list. The following is a listing of BBSystems that have been accessed and verified to be working in the past 14 days. Please provide any additions or corrections to me for future listings.

Tom Sturza, M.A.C.E. Program Coordinator

Name: The DARTBOARD; Detroit
Phone: (313)538-0197
Info: 24 hour, 300 Baud

Name: M.A.C.E. MAIN; Warren
Phone: (313)978-1685
Info: 24 hour, 300 Baud

Name: M.A.C.E. WEST; Dearborn
Phone: (313)582-0657
Info: 24 hour, 300/1200 Baud

Name: A.R.C.A.D.E.; Sterling Hts.
Phone: (313)978-8087
Info: 24 hour, 300 Baud

Name: Captain Kirk; Livonia
Phone: (313)427-1402
Info: 24 hour, 300 Baud

Name: Freedom Board; St. Clair Shores
Phone: (313)771-4126
Info: 24 hour, 300 Baud

Name: Trading Post; Detroit
Phone: (313)882-5909
Info: 24 hour, 300/1200 Baud

Name: G.R.A.S.S.; Grand Rapids
Phone: (616)791-2109
Info: 24 hour, 300 Baud, RCPM Format

Name: Playground; Hamtramck
Phone: (313)368-4828
Info: 10PM-10AM, 300 Baud

Name: DUNGEONS AND DRAGONS; Southfield
Phone: (313)559-1676
Info: 24 hour, 300 Baud, Password ONLY

Name: Soft Ware Haus; East Side

Phone: (313)776-9792
Info: 24 hour, 300 Baud

Name: Hawks Nest; Royal Oak
Phone: (313)549-8825
Info: 24 hour, 300 Baud

Name: Atari Ethernet; Redford
Phone: (313)531-1701
Info: 24 hour, 300/1200 Baud

Name: Bunky's Board; Berkley
Phone: (313)541-5586
Info: 7PM-6AM, 300/1200 Baud

Name: Skate Board; Detroit
Phone: (313)291-8494
Info: 11PM-6AM, 300 Baud

Name: Led Zeppelin's Studio; Southfield
Phone: (313)352-2793
Info: 10PM-4AM, 300 Baud

Name: ATARI Toolbox; Sterling Hts
Phone: (313)247-0094
Info: 24 hour, 300/1200 Baud

Name: A.I.R. Port; Troy
Phone: (313)879-1243
Info: 8AM-4PM, 300 Baud

Name: Super Board; Birmingham
Phone: (313)543-1986
Info: 12:30AM-10AM & Weekends, 300 Baud

Name: Atari Workshop; East Side
Phone: (313)776-5881
Info: 300 Baud, Password ONLY

Name: Don't Ask, Utica
Phone: (313)247-1825
Info: 24 hours, 300 Baud

Name: Rock Palace; Detroit
Phone: (313)277-8632
Info: 10PM-7AM, 300 Baud

SINCE YOU ASKED ...

By Kathy & Tom Sturza

One more time, or you can't please all of the people all of the time!

From the Suggestion Box:

"Dear Sirs: Yes! It is me again, remember, the one that keeps insisting that your request for everyone to keep quiet is stupid. When someone like my friends and I come from Flint for this meeting, we use the time during uninteresting demos to LEARN more by TALKING to other disinterested people about interesting subjects.

Also, a major part of being a demonstrator is being a speaker capable of speaking under all conditions, including people talking during your demo.

Now, I know that I am not alone in wishing for a halt to the childish behavior of the pinheads wishing for silence, and I will admit some agree with your request, but I suppose the issue should be put to a vote at the next meeting. Along with a printing of this in the next newsletter."

Ticked Talker
Flint, Michigan

Received U.S. mail, along with a request for Swap Night table space!

"Keep up the good work on the conduct and the content of the monthly meetings."

Member from Kettering, Ohio

It appears that Ticked Talker missed our March, 1984 meeting. The topic of talking during presentations was discussed. The majority of people attending that meeting, indicated that they wanted to SEE and HEAR what was being presented. This is especially true if the speaker isn't a dynamic, professional speaker (which is sometimes the case). If the speaker is having a difficult time, why make it MORE difficult for him or

her. Afterall, we don't pay anyone for their time or trouble.!

Q: It might be interesting to have a users "HELP" or "SHOW OFF" night. All members would be encouraged to bring their own creative programs, solutions, self built hardware or whatever; be given a table to set up on and a "FAIR" atmosphere to wander from table to table to see what each has to share.

A: Sounds very interesting! We'll discuss it at the next officers meeting and see what everybody thinks. After all, the idea of holding a "SWAP NITE" came from a letter just like yours!

Q: My dad won't let me get a modem because of all the bad things about it. Could you please list the GOOD things you can use it for?

A: There are many legal and fun things that one can use a modem for. First, are the many local bulletin board systems (BBS) that can provide hours of inexpensive fun (assuming that you are not dialing Long Distance to reach them.) They usually contain a message base, Public Domain software, for downloading (saves keying), and information on Atari computers in general.

There are also many "pay" News and Information Services. Just a few are: Compuserve, The Source, Dow Jones, Plato, and Pronto. These systems contain news, games, classes, shopping, stock market info, access to encyclopedias and home banking. You normally pay by the hour when using these services.

The ability to communicate with other computer users also is great fun. You can exchange your favorite Public Domain programs or things you've written yourself.

How about writing articles for the M.A.C.E. Journal. These too can be sent using a modem to the M.A.C.E. MAIN BBS for inclusion in the monthly Journal.

Finally, let me mention that a computer and modem can be a real blessing to a handicapped user. The deaf or hard of hearing person can

use a telephone to communicate with others, where normal voice communications wouldn't have worked.

If you and your dad would like additional info on owning and using a modem, please feel free to give me or any other officer a call. The majority of M.A.C.E. officers own and use a modem.

Q: Why not have a cassette demo or printer demo at one of our meetings?

A: Such demos are very difficult to handle with a large room full of people. The cassette demo usually takes too long to load and very few people can see what's happening during printer demos.

However, something may yet come from your request. We'll try to schedule a cassette work station at one of our meetings. People can then go up and ask questions or see the cassette in use. Watch for this in a future agenda. Also, may we suggest that you contact one of our advertisers to see a printer in use.

Q: Why not provide a list of CONTACTS for questions (Name, address, phone, when to call.) Topics such as Sound, Graphics, Tape, Disk, etc.

Include more utility reviews ie. Basic XL, Apeface, other less expensive hardware for low budget operations. Games are good, but the Atari can do well in other areas.

A: If the experts in the various areas would let the officers know who they are, we would gladly print such a list. We just don't know who these people are! If you see this and believe you can be of help, please let us know. Atari's Help Line is 1-800-538-8543 (from anywhere in the U.S., except California). See the June, 1984 M.A.C.E. Journal for an article on the Atari Help Line.

If you are referring to reviews as in demos, please read on. If you mean reviews in the M.A.C.E. Journal, remember, we only print what members turn in.

Since I took over as M.A.C.E. Program Coordinator, I've made an effort to vary the

agenda as much as possible. We've had Telecommunications, Education, hardware, data base, word processing and of course, game demos. When various companies offer to make a presentation, I attempt to schedule them as soon as possible. If no one volunteers, I call or write to arrange for future presentations. I've tried to provide an educational and entertaining meeting agenda. I hope all of those people who have attended M.A.C.E. meetings since last September, have enjoyed what I've put together.

Q: Meetings have been outstanding, much improved over the years! But I miss Arlan's former regular "Heard in AtariLand" speeches. Could he be asked to occasionally keep us informed on the latest happenings and rumors?

A: I've spoken with Arlan and he'll make an attempt to resume his old monologue. He is very busy at work and with his writing career. We'll try and schedule him to speak on a semi-regular basis.

Q: Why don't you proofread the Journal before publishing it?

A: We make a honest attempt to catch mis-spellings and typos. However, we expect articles that are submitted for printing to have already been proofread by their authors. Sometimes things just get too hectic around deadline time and errors slip through. If someone is interested in running for Newsletter Editor in September, now would be a good time to contact the current editor and offer to help. I'm sure he wouldn't mind!



ENCOUNTER

Synapse Software
32K disk or 16K cassette

Reviewed by Tom MacLaney

In this game the player finds himself in a combat arena, fighting robot saucers and drones. The game resembles Atari's Battle Zone in many respects.

Play begins on one of three modes—novice, advanced, and expert. After selecting one of these, hitting START or the fire button puts the player into the combat arena, which is a plain dotted with pylons everywhere. When the joystick is used, the pylons start moving around you as the player's 'tank' goes around the arena. Soon a target appears on the scanner, and then out the window—a saucer. It dodges back and forth between the pylons, firing on occasion. The player tries to fire back, avoiding the pylons, which block movement and bounce shots.

Every so often, a drone appears. This missile charges straight in and tries to ram the player. The whine it produces is unmistakable. It's perhaps the most deadly enemy in the arena. After the player is hit or rammed, he loses one shield. Once the last shield is gone, the next hit ends the game.

Once the player has cleared the arena, a 'gate' appears, which leads to the next level. Here an obstacle course of spheres must be passed in order to continue. Otherwise, play goes on at the previous level. Each level presents new enemy strategies—up to 17 different styles.

This game has just about the best 3-D effect I've seen in any game for the Atari to this date. One really has to see this game to understand the realism produced. There's a level of tension which I don't think I've found since Star Raiders. In conclusion let me say that your money will be well spent on this game. There aren't many that can make you literally fall out of your seat with excitement.

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SILICON WARRIOR

Epyx, Inc.
400/800 cartridge

Reviewed by Tom MacLaney

This game is basically a variant on Go-Moku, in which each player tries to make a line of five markers on a board. The rationale is that you are linking five chips on a battle grid.

After powering up, a title screen appears, and then the first page of options. These include number of human and computer players (you can have no computer player—a practice mode?), speed of play, etc.

The second option page gives 7 levels, which represent various combinations of abilities and dangers. You are able to select from lasers (sic), shields, and black holes, where elements of the battle grid may disappear, allowing you to fall through.

After choosing your options, the battle grid appears, along with your enemy. You are in one of the Power Pyramids on the sides, where the players also retreat when struck down by the enemy. A move on the joystick puts you on the field, and combat begins.

All chips on the grid begin in a neutral brown, and change to a player's color as they are landed on. You may also change an enemy's chips back to neutral by landing on them yourself. Depending on your options, you may be able to send your opponent back to his pyramid with 'lazer' fire, protect yourself with a shield, and dodge the black hole 'glitches' which come and go at random. Once a player manages to turn five chips to his color, the row flashes several times, and a score is given. Final victory is achieved after winning five rounds.

The basic premise here might have produced a reasonable game, but the execution leaves something to be desired. There seems to be a general sloppiness to the routines which detracts from play. I would rather have seen a menu of playing options rather than a list of games depicting all possible combinations. One particular annoyance is that your computer opponent will continue to fire upon you even after completing his row. This would

seem to be a simple matter of program flow, which should have been caught.

Joystick control seems to be rather sluggish. One should be able to dodge more easily than seems to be able in this game. The graphics are nothing spectacular, though a reasonable 3-D effect is achieved. I might suggest playing with several opponents, since a more challenging, but more frustrating game results.

All in all, considering the price charged for the cartridge format, I'd suggest you can find a more exciting game elsewhere.



FORTH Interest Group

The June meeting will be held on June 26,th at 7:00 PM at:

Ford Motor Company
Diversified Products Technical Center
17000 Rotunda Drive
Dearborn, Michigan
Meeting Room A (Use main entrance)

For general information call:

FIG HOTLINE - (415)952-8653

DRAWING WITH PILOT

By T. P. Sturza

My son and I enjoy programming in Pilot and we've spent many hours trying the examples found in Atari's Student Pilot!Reference Guide or David Thornburg's book, Picture This. After one such session on the computer, he asked if Pilot could use a joystick to draw pictures. The program that follows this article is my answer to his question.

A few problems had to be overcome to accomplish my task. The most important was how to tell if the joystick had been moved (and later, if the trigger button had been depressed). I found the memory locations for the joystick in the publication, De Re Atari. In Pilot, these locations are @632 and @644, respectively.

By using immediate mode instructions, T:@632 and T:@644, and a joystick in joyport #1, I soon had numeric values for each move or trigger use. After choosing the numeric variable #S to represent the joystick, I subtracted 3840 (line 60) to obtain values that matched the basic language values for STICK(0)=?. I then subtracted 256 from the value in @644 (line 700) to get a zero or a one. Zero would indicate that the trigger button had been depressed.

Early versions of my program allowed the line being drawn to go off the screen. I decided to incorporate limits for the X and Y coordinates to prevent this from happening (example, lines 500-510). I later added a menu to the program, allowing for additional colors and features.

The current version of my program allows for drawing in three colors, erasing, screen clearing and a current location indicator if you get lost in "PEN UP" or "PEN ERASE" modes. I've also made an attempt to use Pilot terminology whenever possible.

Lines 10-30	Initialization
Lines 40-660	Joystick movement verification and drawing instructions
Lines 670-720	Trigger depressed check
Lines 730-1360	Menu and color/option change routines

NOTE: Lines 749, 1029, 1069, 1109, 1149, 1189, 1219 and 1269 should not be entered as program code. They are comments for keying the lines following them. Lines 740, 800 and 1260 are: T:ESC, CTRL+CLEAR. Program requires the Pilot language cartridge and one joystick.

```
10 R: DRAW WITH JOYSTICK
20 GR: CLEAR
30 U: *CHANGE
40 *LOOP
50 R: CHECK FOR JOYSTICK MOVEMENT
60 C: #S=@632-3840
70 J(#S=7): *S7
80 J(#S=13): *S13
90 J(#S=11): *S11
100 J(#S=14): *S14
110 J(#S=6): *S6
120 J(#S=5): *S5
130 J(#S=9): *S9
140 J(#S=10): *S10
150 J: *CONTINUE
160 R: #S=7 OR TURNT0 90 DEGREES
170 *S7
180 GR: TURNT0 90
190 J(%X=79): *CONTINUE
200 GR: DRAW 1
210 J: *CONTINUE
220 R: #S=13 OR TURNT0 180 DEGREES
230 *S13
240 GR: TURNT0 180
250 J(%Y=-31): *CONTINUE
260 GR: DRAW 1
270 J: *CONTINUE
280 R: #S=11 OR TURNT0 270 DEGREES
290 *S11
300 GR: TURNT0 270
310 J(%X=-79): *CONTINUE
320 GR: DRAW 1
330 J: *CONTINUE
340 R: #S=14 OR TURNT0 0 DEGREES
350 *S14
360 GR: TURNT0 0
370 J(%Y=47): *CONTINUE
380 GR: DRAW 1
390 J: *CONTINUE
400 R: #S=6 OR TURNT0 45 DEGREES
410 *S6
420 GR: TURNT0 45
430 J(%Y=47): *CONTINUE
440 J(%X=79): *CONTINUE
450 GR: DRAW 1
460 J: *CONTINUE
470 R: #S=5 OR TURNT0 135 DEGREES
480 *S5
490 GR: TURNT0 135
500 J(%Y=-31): *CONTINUE
```



```

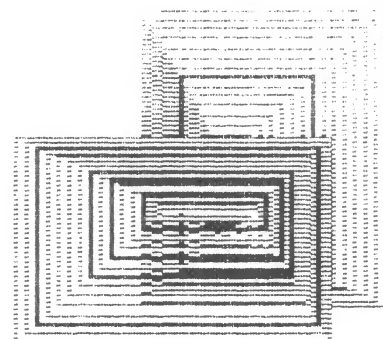
510 J(%X=79):*CONTINUE
520 GR:DRAW 1
530 J:*CONTINUE
540 R: #S=9 OR TURNT0 225 DEGREES
550 *S9
560 GR:TURNT0 225
570 J(%Y=-31):*CONTINUE
580 J(%X=-79):*CONTINUE
590 GR:DRAW 1
600 J:*CONTINUE
610 R: #S=10 OR TURNT0 -45 DEGREES
620 *S10
630 GR:TURNT0 -45
640 J(%Y=47):*CONTINUE
650 J(%X=-79):*CONTINUE
660 GR:DRAW 1
670 R: CONTINUE WITH PROGRAM
680 R: CHECK IF TRIGGER WAS
DEPRESSED
690 *CONTINUE
700 C:#T=@644-256
710 U(#T=0):*CHANGE
720 J:*LOOP
730 *CHANGE
740 T:}
749 R:LINE 750 IS IN INVERSE VIDEO,
INCLUDING BLANKS
750 T: CHOOSE PEN COLOR - OR OTHER
OPTION
760 T:B=BLUE, Y=YELLOW, R=RED
770 T:U=PEN UP, E=ERASE, C=CLEAR
SCREEN
780 T:L=CURRENT LOCATION  ?\
790 A:
800 T:}
810 M:U
820 JY:*UP
830 M:L
840 JY:*LOCATE
850 M:R
860 JY:*RED
870 M:Y
880 JY:*YELLOW
890 M:B
900 JY:*BLUE
910 M:E
920 JY:*ERASE
930 M:C
940 JY:*CLEAR
950 J:*CHANGE
960 *CLEAR
970 GR:CLEAR
980 GR:GOTO 0,0
990 GR:TURNT0 0
1000 J:*CHANGE
1010 *UP
1020 GR:PEN UP
1029 R:IN LINE 1030, " PEN UP " IS IN
INVERSE VIDEO

```

```

1030 T: PEN UP SELECTED
1040 J:*EXIT
1050 *RED
1060 GR:PEN RED
1069 R:IN LINE 1070, " PEN RED " IS IN
INVERSE VIDEO
1070 T: PEN RED SELECTED
1080 J:*EXIT
1090 *YELLOW
1100 GR:PEN YELLOW
1109 R:IN LINE 1110, " PEN YELLOW " IS
IN INVERSE VIDEO
1110 T: PEN YELLOW SELECTED
1120 J:*EXIT
1130 *BLUE
1140 GR:PEN BLUE
1149 R:IN LINE 1150, " PEN BLUE " IS IN
INVERSE VIDEO
1150 T: PEN BLUE SELECTED
1160 J:*EXIT
1170 *ERASE
1180 GR:PEN ERASE
1189 R:IN LINE 1190, " PEN ERASE " IS
IN INVERSE VIDEO
1190 T: PEN ERASE SELECTED
1200 *EXIT
1210 T:
1219 R:IN LINE 1220, " TRIGGER
BUTTON " IS IN INVERSE VIDEO
1220 T:PRESS TRIGGER BUTTON FOR
MENU
1230 E:
1240 *LOCATE
1250 C:#L=1
1260 T:}
1269 R:IN LINE 1270, " CURRENT
LOCATION " IS IN INVERSE VIDEO
1270 T: CURRENT LOCATION IS %X,%Y
1280 *AGAIN
1290 GR:PEN YELLOW
1300 GR:GOTO %X,%Y
1310 PA:45
1320 GR:PEN ERASE
1330 GR:GOTO %X,%Y
1340 C:#L=#L+1
1350 J(#L<10):*AGAIN
1360 J:*CHANGE

```



M_ss_ng L_nks

A Review
By Tom Sturza

"Here's a puzzle that challenges you to read words and letters that aren't there. Think you can do it? Good luck!"

Sunburst Communications has created a program that this reviewer finds to be both fun and educational. Do you and/or your children enjoy reading? Well, here's a reading program that's truly different!

You get a choice of nine passages from nine different stories. Now the challenge begins. You pick one of nine print formats for display of that passage. The nine formats start out easy and end up very hard. For example, format #1 prints the story on your TV or monitor with the vowels left out. Format #2 prints every other letter. Format #9 prints only the Title and the author's name.

Your job is to guess the missing letters in order to create words and sentences. As you do so, you gain or lose points based upon the following:

- 1) the number of incorrect guesses you made
- 2) the number of times you guessed correctly on your FIRST try
- 3) the number of letters the program filled in for you (if you didn't guess correctly in your allotted number of tries)

You don't have to guess at consecutive missing letters either. Jumping around is perfectly legal. In a two player game, you would probably identify the missing letters you've already figured out. You wouldn't want to give your opponent hints by guessing wrong.

When all of the missing letters have been identified and the final scores shown, we usually read the passage aloud. It's good practice for our son and everyone can enjoy the story.

C_n y__r__d th_s?

We found M_ss_ng L_nks to be a very enjoyable Educational Game. However, I feel

that two things would make this program even better.

- 1) Add a create-your-own-story feature. At some point you will have used all of the provided ones.
- 2) Lower the price - I found my copy at a price of \$31.95, and that was discounted.

Overall, I feel that M_ss_ng L_nks was well written and the documentation provided is very good. A 90 day warranty on the diskette is also appreciated.

Atari w/48K required
Disk drive required
Ages: 9 to adult
M_ss_ng L_nks
A Sunburst Education Program

FUTURE MEETING DATES - 1984

All of the remaining M.A.C.E. meetings in 1984 will be held on the 3rd, Tuesday of the month. Meeting dates for July-December are:

July 17
August 21
September 18 (Election)
October 16
November 20
December 18

TARICON '84 - August 25 & 26

Please mark your calendars so you'll be sure not to miss meeting night.

Tom Sturza
Program Coordinator

ATARIWRITER HELPERS: PRINTER DRIVER AND ATSPELLER PACKAGES

By Joe Prahler

I recently purchased a couple of APX software products to help me with my word processing requirements as chief typist for my wife and as editor of an audio club newsletter. The Printer Driver (APX-20223) and ATSPELLER (APX-20262) are very helpful in doing my "jobs."

The printer driver package costs about \$26.00 (my memory fails me). It contains AUTORUN.SYS files that you select one of, based on what printer you have. I currently have a Prowriter I and the print driver eliminated the need to use the control O-number jazz normally required in the plain vanilla Atariwriter. I did my last audio club newsletter using proportional spacing, instead of the usual 10 pitch and I was able to include about 25% more material. Comments from the members were favorable.

Atspeller package, which has a basic 20,000 word dictionary on one diskette (leaving one whole free sector) and another diskette with the program for the spelling checker. You are also provided capability to create your own personal dictionary.

Unfortunately, there's no such thing as a free lunch. These files eat up the available room for your text, leaving about 9K or so. You can concatenate the print driver and Atspeller Autorun files, so you get the best of both worlds. When you load your personal dictionary, you also eat up more memory, so you are wise to save room, if you are verbose. The Atariwriter does allow text file chaining so you really don't lose the capability to make those "tree-killers."

There is a second menu activated from the Atariwriter main menu. The second menu allows you to print your spelling errors, correct them or scan thru the text and just highlight (reverse video) the mistakes. You can search through the basic 20,000 word file for the correct spelling by specifying the first two or more letters of what you are trying to

verify. I imagine this would be a boon to crossword puzzle freaks.

As you encounter a new word, you can add it to the personal dictionary in memory and after you are done checking the text, you can reload the dictionary onto a disk, selecting the words you want to keep.

I am very pleased with both these packages and find them useful and time saving.



MORE GOTO-GOSUB

By Paul Wheeler

This routine adds cents to amounts when needed. It is contained on lines 31999-32120. Lines 10-40 contain a short demo of the results.

```
10 DIM DOL$(10),AMT$(10)
20 GRAPHICS 0:POSITION 2,6:?"ENTER AN
  A M O U N T " : I N P U T   A M T : G O S U B
  32000:?:?:?"$";DOL$
30 FOR W=1 TO 1500:NEXT W:GOTO 20
40 END
32000 SIGN=SGN(AMT):AMT=ABS(AMT)
32010 AMT=INT((AMT+5.0E-03)*100)/100)
32020 AMT$=STR$(AMT)
32030 DLEN=LEN(STR$(INT(AMT)))
32040 CLEN=LEN(AMT$)-DLEN
3 2 0 5 0   I F   C L E N = 0   T H E N
  A M T $( L E N ( A M T $ ) + 1 ) = ".00"
3 2 0 6 0   I F   C L E N = 2   T H E N
  A M T $( L E N ( A M T $ ) + 1 ) = "0"
32070 J=0:DOL$="      "
32080 FOR I=10 TO 11-LEN(AMT$) STEP -1
32090 DOL$(I,I)=AMT$(LEN(AMT$)-J)
32100 J=J+1:NEXT I
32110 IF SIGN<0 THEN DOL$(I,I)="-"
32120 RETURN
```

HELP FOR COMPUERVE SIG/ATARI USERS

The Atari SIG (Special Interest Group) on Compuerve features an extensive message system that is somewhat complex but extremely powerful. Although there is an hourly charge for the service, it can be much less expensive than calling a lot of long distance bulletin boards and there can be dozens of people accessing the SIG at one time. You'll rarely get a busy signal from Compuerve.

Here's a selected summary of the most commonly used functions (you can also call them commands) available to you on the SIG. Hopefully you can read this ahead of time and keep your on-line learning costs to a minimum. The SIG can be reached by typing "G PCS-132" from the Compuerve main menu.

The SN Function

The SN Function types a list of the Sections to which you have been granted access by the Sysop. You can also check under the MI Function for a description of what Sections exist.

The MI Function

MI is the Member Information Function. The Sysop has prepared a message which the MI Function types. There the purpose of the SIG is stated, as well as any specific information about how to become a member or other information unique to this specific Special Interest Group.

The SS Function

The SS (Set Section) Function allows you to specify your "current section." The forms of this Function are:

SS # - set your current section to #. If the Sysop has not enabled you to access that section, you will be so informed. This Function will have two effects: retrievals and scans will be effective only for that section; if you leave a message, it will default to your current section. When Leaving a message, you may over-ride your current section by using the Save option as S #, where # is a section to which you have access.

SS ALL - sets your current section to 0 for Leaving messages, and allows the retrievals and scans to be effective for all sections to which you have access.

The QS Function

The Quick Scan Function provides a rapid display of message subjects and numbers. The Function may be entered as:

QS #

where # is the starting message number, or "NEW" for messages left since you were last on:

QS 20 or QS NEW

The default display format is to list a reply-less message number, its subject line, its section information (if any), and the number of replies (if any) on the next line. By including the option "ALL," you will see who left the top message and who left the various replies. The replies are indented to illustrate the messages to which they refer. You may include the option "ONLY" to restrict the display to the given message and its replies. Note that "ONLY" implies "ALL."

QS 125 ALL
QS 237 ONLY

QS will place an "=" as the first character on a line if the corresponding message is part of the current thread, but its parent message has been deleted. For example:

```
1
> 2
>> 3
> 10
= 5
=> 6
=>> 7
```

implies that the message for which # 5 is a reply has been deleted. The listing for # 5 will show the subject and both to and from names.

The R Function

The Retrieve has several forms. Most forms are for Retrieving messages. If you enter just R, you will be asked for a specific kind of retrieval, such a Forward (by

increasing message number) or Reverse (be decreasing message number). In addition, you may specify a starting message number by giving the Function as R #. Other forms of the R Function are:

RT # or RT NEW

where # is a starting message number. You may also include the word "ONLY" to cause retrieval from the single thread of messages:

RT 2 ONLY

RF - read forward; you will be asked for starting message #

RF # - read forward from message #

RI - read an individual message. You will be asked for message #.

RI # - read message #

RM - read Marked messages. Messages are marked when you enter the SIG if they are addressed to you, or by using the Scan Mark Function (see S Function).

RN - read new messages. This Function will retrieve messages starting from the highest message you read the last time you were on the SIG.

RR - read reverse; you will be asked for a starting message #

RR # - read reverse starting with message #

RS - read Selective; you will be asked which field to Select from, To, From, or Subject. You will be asked for a search string. You may enter this Function as R;S;All to select the Subject field containing the word "All."

RS # - read Selective starting with message #

```
100
> 110
> 120
>> 130
>>> 135
>> 132
> 129
150
```

If you have just read message 130, then SK will take you to message 129, while SK ALL will take you to number 150, because 150 is not part of the reply thread hanging from message 100.

The S Function

When a message has been retrieved, you will be given a set of options. The options allow you to Continue to the next message, return to the Top Function prompt, REply to the message, and if the message is addressed to you, to Delete it. To skip message text and go to the options prompt, enter a control-P. Note that the Sysop may not have enabled non-members for retrieval of messages.

The S Functions are for Scanning message headers. They are similar to the R Functions, except that only the message headers are displayed. In addition, the SM forms will pause to allow you to mark the message for retrieval with the RM Function. Specific forms are:

The remaining form of the R Function is actually a request to exit from the SIG and transfer to another SIG. It is entered as follows:

R(xxxx)

where xxxx is the name of the SIG to which you wish to go. You may obtain a list of available SIGs by using the H Function from the SIGS menu.

The RT Function

The RT (Retrieve Thread) Function retrieves messages and any subsequent replies. It may be entered as:

S - you will be asked if you want to do a Forward or Reverse scan. You will also be asked for a starting message number.

S # - same as S, but start at message #

SF - scan forward

SF # - scan forward from message #

SR - scan reverse

SR # - scan reverse from message #

SM - scan and mark; you will be asked if Forward or Reverse scan desired

SM # - scan and mark from message #

SMF - scan and mark forward

SMF #- scan and mark forward from message #

SMR - scan and mark reverse

SMR #- scan and mark reverse from messar #

otherwise it will search the name and interest portions.

T - return to the Function: prompt
The U Function

The U Function lists the log of users who have accessed the SIG. The name, User ID, and date will be displayed. The order of display is from the most recent backward in time. A control-P will stop the output and return you to the top Function prompt.

The OP Function

The OP Function allows you to set various parameters, such as the length of your terminal's display line. The OP Function will prompt you for Option:. If you reply H, you will receive a list of available options and be informed of their current values. You may make the options permanent if you are a member of the sig by using the P option. The T option will return you to the Function prompt.



COMING ATTRACTIONS July 17th. Meeting

Here's the tentative schedule of topics for the July meeting. Sorry that I can't be more specific, but arranging for speakers and demos doesn't always get done in time for printing. Please note that this meeting IS on the 3rd. Tuesday of the month.

- Business meeting
- Pre-Election Info
- TARICON Update
- Disk Library demos
by Chet Gonterman
- Various software demos

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NEXT MEETING: 7/17/84; 7:00 PM

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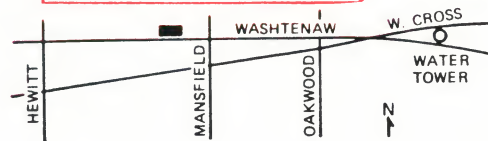


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